Virtual Booster Pack

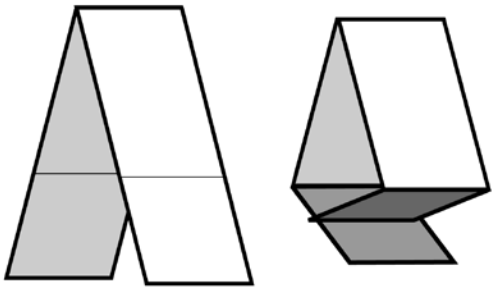
In the near future, specially trained psychics called dream lords venture deep into the dreamscape. Here they explore a shifting landscape of ancient archetypes, modern terrors, and mismatched elements of the waking world. This is the shared unconsciousness of humanity, the boundless well of hopes and fears that makes us human. The reality they create in this timeless realm reverberates through the minds of dreamers everywhere. Some dream lords seek to protect it, others to dominate it, and others to destroy it.

In the **Dreamblade™** game, two players battle, each using a warband of 16 miniatures, plus the dreamscape map, several special attack dice, and two regular dice. From turn to turn, players put some of their miniatures into the dreamscape, where they claim territory and battle the other player's creatures. The winner of each turn is the player whose creatures have claimed the most key territory and destroyed the most enemy creatures. Victory goes to the first player to win six turns.

This **Virtual Booster** allows you to extend the warbands you created with our **Virtual Starter.** This booster gives you a typical mix of miniatures you would find in a real booster pack. Unlike a normal booster pack, you can print out multiple copies of this one and use multiples of pieces to build your warband. Then find a friend and wage battle in the dreamscape.

You will also need a copy of the Virtual Starter, rules and a playmat, which can be found at www.dreamblademinis.com

Folding Instructions



Name	Aspect	Rarity
Dreamreef Marauder	Passion	Common
Alluring Succubus	Passion	Uncommon
Hive Pincer	Fear	Common
Relentless Eviscerator	Madness	Uncommon
Spellbound Scissors	Madness	Common
Eagle-Feathered Warrior	Valor	Common
Noble Dragon	Valor	Rare

©2006 Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A. Wizards of the Coast, Dreamblade, and their logos, are trademarks of Wizards of the Coast, Inc. in the USA and other countries. All rights reserved. Permission is granted to photocopy for personal use only.

DREAMBLADE™

COLLECTABLE *Miniatures* GAME

NOBLE DRAGON

: Payback — Deal +X damage this combat, where X is the power of target local enemy.

Dragons claim to have dreamed themselves into existence.

12 | 6 | 11|12

©2006 Wizards. Made in China. 13/96 ★

6 : Payback
11|12 NOBLE DRAGON

6 : Payback
11|12 NOBLE DRAGON

EAGLE-FEATHER WARRIOR

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

Enemies don't see her coming and don't live to see her leave.

6 | 3 | 6|6

©2006 Wizards. Made in China. 3/96 ●

3 Reinforce Valor
6|6 EAGLE-FEATHER WARRIOR

3 Reinforce Valor
6|6 EAGLE-FEATHER WARRIOR

DREAMREEF MARAUDER

Loner — This creature can't attack with other creatures.

No one cares for a shark's company, not even another shark.

8 | 7 | 5|8

©2006 Wizards. Made in China. 81/96 ●

7 Loner
5|8 DREAMREEF MARAUDER

7 Loner
5|8 DREAMREEF MARAUDER

ALLURING SUCCUBUS

: Lure — You may pull target unengaged enemy one cell *(closer to this creature.)*

"Come dally with me . . . for the rest of your life."

5 | 4 | 3|5

©2006 Wizards. Made in China. 73/96 ◆

4 : Lure
3|5 ALLURING SUCCUBUS

4 : Lure
3|5 ALLURING SUCCUBUS

©2006 Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A. Wizards of the Coast, Dreamblade, and their logos, are trademarks of Wizards of the Coast, Inc. in the USA and other countries. All rights reserved. Permission is granted to photocopy for personal use only.

DREAMBLADE™

COLLECTABLE *Miniatures* GAME

Relentless Eviscerator

Regenerate — If this creature would be destroyed, banish it instead. *(A creature you control that is regenerated doesn't make a deathblow, generate bonus spawn points, or score conquest points for your opponents.)*

5 3 4|9

©2006 Wizards. Made in China. 44/96 ◆

Spellbound Scissors
Janus

Regenerate — If this creature would be destroyed, banish it instead. *(A creature you control that is regenerated doesn't make a deathblow, generate bonus spawn points, or score conquest points for your opponents.)*

2 2 2|5

©2006 Wizards. Made in China. 46/96 ●

Hive Pincer
Hiveling

: Flanking 4 — If you control more creatures in this cell than each opponent, deal +4 damage this combat.

Two's company. Three's real trouble.

3 2 2|3

©2006 Wizards. Made in China. 61/96 ●

3 Regenerate
4|9 Relentless Eviscerator

2 Regenerate
2|5 Spellbound Scissors

2 : Flanking 4
2|3 Hive Pincer

3 Regenerate
4|9 Relentless Eviscerator

2 Regenerate
2|5 Spellbound Scissors

2 : Flanking 4
2|3 Hive Pincer

DREAMBLADE™ COLLECTABLE *Miniatures* GAME

DREAMBLADE™ COLLECTABLE *Miniatures* GAME

DREAMBLADE™ COLLECTABLE *Miniatures* GAME

©2006 Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A. Wizards of the Coast, Dreamblade, and their logos, are trademarks of Wizards of the Coast, Inc. in the USA and other countries. All rights reserved. Permission is granted to photocopy for personal use only.